

CATALOGING CATHERINE

When a landowner dies in Topsfield, Catherine is called back to her family's home. She, her father, and a magistrate enter the home and log every single item: clothes, furniture, jewelry. Everything. She's not supposed to take anything, but she does: pages and passages from journals and letters, the secrets that those who are gone will no longer miss.

PERSONA ACTIONS

Catherine Knows: You know a secret, from the stolen letters and the pages from journals. Spend a card to establish a fact about the surrounding area, relating to something you know that others don't. If it's unreasonable, spend two cards.

Something More: Catherine has seen the worth of a life, written on a ledger. When using keen, spend cards for the following benefits:

- † Make them feel small.
- † Make them feel grand.

BLACK MASS

After the black mass, spend cards to number everything, to save the secrets you want and to burn all the rest.

REQUIREMENTS

- ☐ Hide the things you've collected.
- ☐ Find a place described in a letter.
- ☐ You pieced together a grim event from a house you were cataloging, what was it and why did you keep it to yourself?

LYDIA O' THE FUNERAL

A traveler from Maine stayed in Lydia's home. This traveler had a sack that they kept secret. Whenever Lydia neared it, the traveler recoiled and the bag squirmed. While the house was asleep, Lydia peeked into the sack and saw the taxidermied bodies of cats, dogs, rabbits, and other animals. Lydia pulled out a cat and kept it. The next morning, the traveler exchanged words with Lydia and left.

PERSONA ACTIONS

Cat Eye: The stuffed cat blinks and shudders when used as a divination tool. Spend cards for the following benefits:

- † Describe how the area is safe.
- † Describe how the area is dangerous.
- † Things within the area are pacified.
- † The area includes Catherine.

Ribbon and Stuffing: You can use keen on the dead or those barely alive. Spend cards for the following benefits:

- † Know how they passed.
- † Know what will happen to their body.
- † Know what will happen to their soul.

BLACK MASS

When you've completed the black mass, spend cards to see honest reflections, poll the dead, and to receive the gifts you've earned.

REQUIREMENTS

- ☐ Open the stuffed cat and reveal the gift.
- ☐ Find a suitable present for the traveler.
- ☐ The cat has made sounds, even spoken aloud—what do they keep asking you?

CONFESSOR CATHERINE

Catherine has secrets. Some are hers and some aren't. Some she has trouble remembering. Speaking them aloud is a mental uncovering, clearing off surface memories to search for something deeper. She reviews them, atones alone or to anyone that would listen—ministers, travelers, empty rooms. She's not clearing her conscious, she's finding something hidden.

PERSONA ACTIONS

Say It: Catherine can draw a confession because she knows the right words. Spend cards for the following benefits:

- † A truth about the village.
- † A truth about the woods.
- † A truth about themselves.

Than Thou: Catherine can tell where the darkness lives in hearts, because she knows where hers is. When using keen, spend cards on the following benefits:

- † Make them believe a lie about their faith.
- † Make them believe a lie about their past.
- † Make them believe a lie about themselves.

BLACK MASS

After the black mass, spend cards to build a house of words and deeds, worshipping your image or the image of your choice, in true faith.

REQUIREMENTS

- ☐ Find a place of worship and give your last confession.
- ☐ Find something better than the cross for your neck.
- ☐ Who believes all your stories? How do you frighten them?

TO RENDER CLEAN UNDER MY WORDS AND NOT MY ACTIONS, TO PATCH
TOGETHER WITH GRIM STITCHING...

LYDIA O' THE MAP

Lydia goes into the woods to watch the trees change, the rivers freeze, and to see the damage from storms, marking the locations on a crude map. One trek she heard a snap in the woods and saw a figure standing in the distance. It was walking slowly, but unabated. Lydia hid, but dropped the map. It drew closer, wandering aimlessly. They walked on, but not before marking Lydia's map.

PERSONA ACTIONS

Different Here: Spend a card to change a piece of the landscape, it's not exactly how you remember. This could be a burned-out clearing, a new lake, a fallen tree. Spend cards for the following benefits:

- † The path is safe.
- † The path is dangerous.
- † The path is hidden.
- † The path is dirty.

Favorite Hiding Place: When using rogue for hiding, you find the perfect place. Spend cards for the following benefits:

- † Help Catherine hide too.
- † It is clean.
- † You are unheard.

BLACK MASS

When you've done the black mass, spend cards to find the undiscovered land and map it, path the way to the end, see all steps laid out.

REQUIREMENTS

- ☐ Make a rough map of the path Lydia and Catherine make through the woods.
- ☐ Somewhere along your path has changed, what was it before, and what happened?
- ☐ The one in the woods found you when you were unable to hide. What did they ask you to remember?

...AND CONFORM IT TO MY MEMORY, A SHAPE UNBELIEVABLE.

DULCIMER CATHERINE

Catherine isn't completely isolated. She spends several nights a month at the Weymouth house, cleaning, drinking, and playing the hammered dulcimer. The Weymouths kept Catherine later and later to play the stringed instrument, she was constantly breaking curfew. These moments were a break from the gray loneliness.

PERSONA ACTIONS

Something to Drink: Tonight, you've come from that house. When using keen, spend cards for the following benefits:

- † They do what you want and mean it.
- † They hear you and take it to heart.
- † They promise the world.

Many Strings: Your deft hands can get into small places. Spend cards for the following benefits:

- † Manipulate something quickly.
- † Manipulate something quietly.
- † Manipulate something to sing for you.

BLACK MASS

When you've done the black mass, spend cards to bend sound, twist harmony and ear, and detach your personal melody into a chorus of your choosing.

REQUIREMENTS

- ☐ Find your chosen family.
- ☐ Find the house in the woods where the quiet figure lives.
- ☐ Once, Catherine slept at the Weymouth's. Where did she wake up, and why could she never find that place again?

LYDIA O' THE MELODY

Lydia has a pitch-perfect whistle. She is sometimes invited into the tavern to whistle to the patrons. Between songs, she sees the misery on display. Lydia has learned how to use that whistle to manipulate, to warn, to attract and calm. She has learned the melody that lulls some to sleep, and others to dance.

PERSONA ACTIONS

Overtone: Your song is dynamic. When using keen, spend cards on the following benefits:

- † Put a lie in their ears.
- † Pull a truth from their lips.

Harmonic Movement: You attract the things of the woods closer with your song. Spend cards for the following benefits:

- † Distract them.
- † Lull them to sleep.
- † Inspire them to move, to dance if they can.

BLACK MASS

When you've done the black mass, spend cards to enact your chorus: call upon singing angels, lightning, fire, and torment.

REQUIREMENTS

- ☐ Find the whistler in the woods.
- ☐ Once you lulled a grieving person to calm. How did you take on their sorrow?
- ☐ You've hurt someone with your whistle, it was piercing. What were they doing and why couldn't you stop?

FIREWOOD CATHERINE

The chopping block was a place of release for Catherine. During shouting matches, Catherine would slam the door, go outside, and split wood. Muscles growing taut and strong with each swing. The sound of the axe cutting through the wind is a soothing violence.

PERSONA ACTIONS

Against a Stump: You have wrath in your hands. Spend cards for the following benefits:

- † You made them afraid.
- † You are calm.
- † Your power is known.

Rotten Wood: When using keen, spend cards for the following benefits:

- † Know its intention.
- † Know its power.
- † Know its weakness.

BLACK MASS

When you've done the black mass, spend cards to divide, use strength, and bend others with your will. Separate the bark and hardwood of community, building the house of Catherine.

REQUIREMENTS

- Gaze into the swirling death of wood.
- Tap into your true power.
- Find what you cannot split.

I WILL CLEAVE REALITY TOWARDS MY LIKING, POWERFUL DIVISION BY
MY ARM AND LEVER...

LYDIA O' THE MOON PIECE

Lydia keeps time with a broken heirloom watch, a gift from a distant relative. Although the central time piece is broken, it can track the phases of the moon. The watch follows the sky, showing the moon's position and its size. Lydia stays up most nights watching the moon race across watch, but it doesn't look quite right. Lydia can't tell if it's faster, slower, or tracking something entirely different.

PERSONA ACTIONS

Steady Winding: Take a moment and wind the watch, and consider the moon in the sky. Spend cards for the following benefits:

- † The moon's light shows you the path.
- † The moon's light shows you a weakness.
- † The moon's light shows you a secret.

Broken Clock: Things happen twice when Lydia checks the clock against the moon. Sometimes, they happen again with slight variation. Spend two cards to make an event happen again, twisting a detail to your desire. If it's unreasonable, spend three cards.

BLACK MASS

When you've completed the black mass, spend cards to crater the moon, confuse time, and steal the night's light.

REQUIREMENTS

- See the broken watch tell the truth.
- Warp the moon.
- The timepiece wasn't a gift, Lydia stole it. How did she get caught, and why was she let go?

...THROUGH PERFECT ETHERIC KNOWLEDGE, SPLAYED ACROSS A
HIDDEN SKIES AND SECRET HEAVENS.

MORNING STAR CATHERINE

Catherine loves her lantern's light, peering at the shadows in its glow, giving them stories and moving with their flicker. Out by the treeline one night, there was a noise from the woods. Something was coming at her, fast. She dropped the lantern, cracking the glass. She left it and ran. When she returned the next day, the lantern was still there: different and unbroken. She took it.

PERSONA ACTIONS

Shadow Reader: Look far into the dark, seeing the shadows for what they really are. You can use keen on environments, getting information from shadows. Spend cards for the following benefits:

- † Know where it's going.
- † Know where it's been.
- † Get it to take you there.

Light's Out: When Catherine extinguishes her lantern, she seeps into the dark. It brings the things of the night closer. Extinguish the lantern and draw them closer, then ignite. Spend cards for the following benefits:

- † They are blinded.
- † They are shown in their true form.
- † The way out is illuminated.

BLACK MASS

When you've done the black mass, spend cards to build shadow armies, blind the spoiled, shroud and present horror.

REQUIREMENTS

- ☐ A trinket from the thing in the woods.
- ☐ Spill the lantern across your enemies.
- ☐ Find your own shadow from the lantern. What does it want from you?

LYDIA O' THE POWDER

Lydia learned from her oldest brother how to shoot the family matchlock musket. She has no words for the process, but can perform it perfectly. She was using the gun in the forest with her brother, when a misfire caused him to go deaf. When Lydia leapt from the village, she took the musket.

PERSONA ACTIONS

Bang: Spend three of your cards to load and fire the rifle. Whatever you shoot is completely obliterated, as long as it's close.

Flesh and Bone: Lydia learned to take careful aim. When using struggle, spend cards for the following benefits:

- † They never speak again.
- † They never walk again.
- † They never see again.

BLACK MASS

When you've done the black mass, spend cards to use cast brimstone streaks, aim at the underpinnings, and smite even god's soldiers.

REQUIREMENTS

- ☐ Fill the gun with something of your own and shoot it.
- ☐ Return fire.
- ☐ What did you promise your brother as you left tonight?

MUDBAKED CATHERINE

Catherine's childhood home was near a swamp that she escaped to whenever she could. Usually it was just her and the bugs, but one summer night she fled and hid in the swamp. When her reverend father came looking for her, she covered herself in mud and swamp water and stayed perfectly still. She was scared, but she was hidden. She didn't need to open her eyes to know where her father was, she could hear his drunken stumbling.

PERSONA ACTIONS

Ripples: You can feel things that you can't see, you can speak to them too. Spend cards to:

- † Make it stay.
- † Learn its name.
- † Unleash it.

Sink: Catherine can completely disappear. When using rogue, spend cards on the following benefits:

- † Learn something haunting.
- † See something terrible.
- † It's messy.

BLACK MASS

When you've done the black mass, spend cards to become invisible, to communicate with spectral beings, and to seep into the underside of the world, and unleash it.

REQUIREMENTS

- ☐ Mud of your own.
- ☐ Bring someone beneath the surface.
- ☐ When under the swamp and the mud, what did you see?

LYDIA O' THE RIBBON

Lydia's grandmother lived with the family until she passed away. Lydia and her grandmother shared a secret language of glances, communicating silently around a bustling table or the quiet of church. Lydia treasured the two gifts she received, a long ribbon she uses to tie her hair and her grandmother's stories. "Make them yours," her grandmother said.

PERSONA ACTIONS

Tie and Untie: Lydia's ribbon is for more than tying hair. Spend cards for the following benefits:

- † Brace.
- † Bind.
- † Link.

Sit and Listen: Lydia weaves tales taught by her grandmother, making them her own. When using keen, spend cards for the following benefits:

- † Frighten.
- † Calm.
- † Teach.

BLACK MASS

After the black mass, spend cards to make real stories and dreams, bind and unbind.

REQUIREMENTS

- ☐ Find your grandmother's real resting place.
- ☐ Discover a landmark from the stories and see how it's different.
- ☐ Tell your own story at the end of this night.

NUMBERED CATHERINE

One night, her brother returned from a hunting trip in bloody ribbons. As the rest of the family was asleep, Catherine the child helped clean her brother's wound. He died weeks later due to infection. He could not explain the thing that made these wounds, or describe the sound it made. He knew only its name and the mark it made: 15 cuts.

PERSONA ACTIONS

Something Nearer: Catherine can feel the hidden presence of things, spend cards for the following benefits:

- † They are unaware.
- † It is guarding what you're looking for.
- † It is drunk.

Catherine of Bandages: Heal the wounded of what ails them, spend cards for the following benefits:

- † They regain mobility, for a while.
- † They regain life, for a while.
- † They regain their past selves, for a while.

BLACK MASS

When you've done the black mass, spend cards to hurt, harm, and inflict pain. Spend cards to raise the dead, and to make it so some have never lived.

REQUIREMENTS

- ☐ A sixteenth notch
- ☐ What happened to the marks when Catherine is hurt?
- ☐ Catherine followed the tracks back into the woods, what did she find waiting for her?

LYDIA 'O THE TABLE

The knife too heavy in her hands, the smell of pickled food, the rotten vegetables. There was a particularly weak yield this season, so they had to stretch what food they had. Lydia even took it upon herself to prepare rotten food, and to eat the moldy parts of bread. Sometimes this would make Lydia quite sick. The family didn't know, but Lydia did it to make sure everyone was full.

PERSONA ACTIONS

Dinner Bell: Spend a card to put yourself in harm's way, protecting Catherine. Spend cards to:

- † Make more harm.
- † Make the harm invisible.
- † Reverse the harm.

Rotten Insides: Every fruit or vegetable you pick is dying, but you can find comfort in this cycle. Use keen on rotten things, to find out what they know.

BLACK MASS

When you've completed the black mass, spend cards to clear the rot, sickly sweeten, and to endure beyond fortitude.

REQUIREMENTS

- ☐ A perfect unblemished piece of fruit.
- ☐ Prepare a feast.
- ☐ Once you were so sick, you were bedridden for a week. Someone visited you, what did they bring you?

RUMOROUS CATHERINE

Catherine's first love is from Topsfield. It was secret. She sent letters every few weeks and if they were lucky, saw each other in person a few times a year. They couldn't write, they could only read the letters. This was an odd delight to Catherine, to be able to articulate herself perfectly. That was until she visited Topsfield and found that her letters, her secrets, shared with nearly everyone.

PERSONA ACTIONS

A Whisper: When using keen, spend cards for the following benefits:

- † Know their true intent.
- † They empathize with you.
- † They make a promise they can't keep.

Knower: Open yourself up to the secrets of others, and spend cards for the following benefits:

- † You understand it entirely.
- † It is painless.
- † It is free.

BLACK MASS

When you've done the black mass, spend cards to create and reveal the ruinous secrets of others. Make anything with a penstroke. Ink enemies into the ground.

REQUIREMENTS

- ☐ Write the last letter.
- ☐ Visit the secret meeting place.
- ☐ Where in the woods did they meet, and what does she hate about it?

LYDIA O' THE TOAD

On a summer walk, Lydia followed the sound of croaking toads to a stagnant pond, a vernal pool. It was filled with toads and eggs. As Lydia approached, the deafening croaks stopped. The muddy ground beneath her gave out and she fell in. When she emerged, it was night. As she got home, a single toad hopped out of her basket, silently opening and closing its mouth.

PERSONA ACTIONS

Croak: Stun something with the soundless croak of your toad. Spend cards on the following benefits:

- † They back away.
- † They freeze.
- † They fold.

A Basket with Everything: Lydia has a basket with miscellaneous supplies. Spend a card to retrieve something. If it's unreasonable, spend two cards.

BLACK MASS

When you've completed the black mass, spend cards to demand faith, sink the world into a pool of your design, and to make it all silent.

REQUIREMENTS

- ☐ Find the rotten water and make it clean.
- ☐ Deliver the toad's eggs to be hatched.
- ☐ What else was underneath that vernal pool?

SEAFOAM CATHERINE

Catherine's uncle is a sea merchant who traveled up and down the coast. One summer, she and her father joined him for a trip touring parishes throughout the colonies. She learned the superstitions and rituals of sailors at sea. On the trip, she was called a "Jonas" by the sailors, one who brings bad luck to the voyage.

PERSONA ACTIONS

Overboard: Place yourself in clear danger, and succumb to it. Spend cards for the following benefits:

- † Lydia is out of harm's way.
- † The danger is contained.
- † The danger recedes.

Knots: You know a variety of complicated knots. Tie something, and spend cards for the following benefits:

- † It will not move.
- † It will not make a sound.
- † It will be hurt.

BLACK MASS

When you've done the black mass, spend cards to turn the air to salt, ropes to water, and songs to storms.

REQUIREMENTS

- ☐ Practice the superstition of the sea.
- ☐ Call upon the sea witch.
- ☐ What bad luck does Catherine bring?

LYDIA O' THE TREETOPS

Lydia spends all her free time in the woods. It's a comfort to her, especially the treetops. Once she skipped mass to climb trees. She fell and concussed herself. A trapper returning from a fur hunt found her. She can remember the trapper's name, and what they looked like, but not where they came from, or where they were going.

PERSONA ACTIONS

Scramble Up: When you climb a tree, spend cards for the following benefits:

- † See something hiding out of sight.
- † Establish truth about a location.

Lay of the Land: Lydia knows where she's going, even if she may be lost. Spend cards to create a landmark in the woods:

- † For one card, something small.
- † For two, something big.
- † For three, something strange.

BLACK MASS

When you've done the black mass, spend cards to command the trees and the wind, to rend stone, to beautify through reclamation.

REQUIREMENTS

- ☐ Climb the oldest tree.
- ☐ Find what the trapper was hunting.
- ☐ When you tried to find the trapper in the woods, what happened?

SPIDERSILK CATHERINE

Catherine lives in the cellar of the Cary house, a quiet place for her to be alone. Catherine hates pests, except spiders. They weave great webs across the cellar. Catherine has never been bit, and she's tried. In her room live house spiders, cellar spiders, wolf spiders, even a black widow. She lets them crawl across her hand and keeps them safe in her wide-brimmed hat.

PERSONA ACTIONS

First Bite: Let danger in, and let it test its ability. When you struggle, spend cards for the following benefits:

- † It is stunned, silent.
- † It is snared.
- † It thinks it has won.

Strands of Silk and Hair: Take a spider from your hat and speak its dark mission. Spend cards for the following benefits:

- † The wolf spider tracks your prey.
- † The house spider shows you where to hide.
- † The cellar spider traps your prey.
- † The black widow hurts your prey.

BLACK MASS

When you've done the black mass, spend cards to bind, trap, hunt, and destroy—you are many-limbed, many-eyed, and all-sensing.

REQUIREMENTS

- ☐ Peer into a new web.
- ☐ Find the wood's last spider.
- ☐ When did you use the spiders on another for the first time?

LYDIA O' THE VELVET

Lydia has a powerful, calling whistle. She can attract animals and make them comfortable. Once, a hulking moose stepped toward her. This wasn't the last time Lydia saw this creature. Lydia found the molted antlers of the moose, the velvet, draped across branches. She pulled it across her shoulders and wore it home. She was warm, unaffected by the worsening snow.

PERSONA ACTIONS

Among the Woods: Lydia can use keen on animals and non-human things, communicating through touch and sound. When using keen, spend cards on the following benefits:

- † Befriend.
- † Scare off.

Finest Velvet: Lydia can cloak herself in the velvet to listen to the whisper of the moose. Spend cards for the following benefits:

- † Learn of a hiding place.
- † Learn of a bounty here.
- † Learn of a danger here.

BLACK MASS

When you've done the black mass, spend cards to transform others into hellions and beasts, pierce the limit of sound, to calm even the sea.

REQUIREMENTS

- ☐ A gift for the moose.
- ☐ What did you do when you saw hunters bring the moose, dead, into Salem?
- ☐ The moose stood in the treeline earlier this night, not moving. It seemed to be beckoning you. What does it want?